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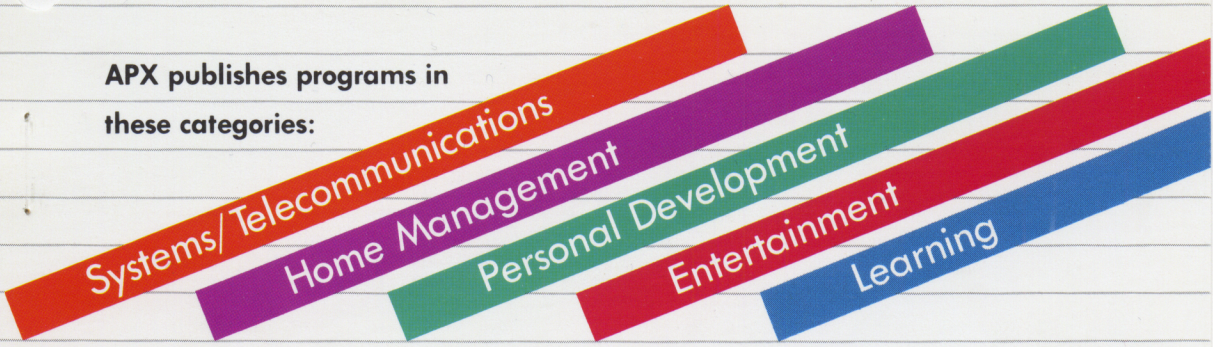

MATH MISSION

LEARNING

Explore new planets with answers to math problems for fuel (ages 6-10)

by Dave Kosmal

Requires: ATARI BASIC Language Cartridge

Cassette version (1): (APX–10193)	ATARI 410 or 1010 Program Recorder 16K RAM
Diskette version (1): (APX–20193)	ATARI 810 or 1050 Disk Drive 24K RAM

Edition B

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Introduction

OVERVIEW

Your spaceship is trying to explore as many planets as possible. But while it's rocketing across the bottom of the screen, a gauge shows the fuel level dropping steadily. You can stoke up the spaceship's dwindling supply by answering math problems correctly. Using either a Joystick Controller or the keyboard, put the right answer into a problem that appears at the top of the screen. Enough right answers will get you to the next planet, where your spaceship refuels completely, and you're off for still more new worlds to conquer.

Begin by selecting from three speed levels, and then choose addition, subtraction, multiplication, division, or a combination of all four. You win points for correct answers, and bonuses for special achievements. So get ready--the galaxy awaits you!

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge

Cassette version

16K RAM
ATARI 410 or 1010 Program Recorder

Diskette version

24K RAM
ATARI 810 or 1050 Disk Drive

OPTIONAL ACCESSORIES

One ATARI Joystick Controller

CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

349-A Ross Hollow Road
New Kensington, PA 15068

Getting started

LOADING MATH MISSION INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge into the cartridge slot of your computer.

2. If you want to play the joystick version of MATH MISSION, plug your Joystick Controller into the first controller jack of your computer console.

3. If you have the cassette version of MATH MISSION:

   a. Connect your program recorder to the computer and to a wall outlet.

   b. Turn on your computer and your TV set.

   c. Slide the MATH MISSION cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

   d. Type CLOAD on your computer and then press the RETURN key two times.

   e. After the tape fnishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The program's first display screen will appear on your TV screen.

If you have the diskette version of MATH MISSION:

   a. Have your computer turned OFF.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk drive door and insert the MATH MISSION diskette with the label in the lower right-hand corner nearest you. Close the door. (Use disk drive one if you have more than one drive.)

   d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST SCREEN DISPLAY

When the program has loaded into computer memory, a screen like the following appears:

```
SCORE:0

   MATH MISSION

RIGHT:0          F-
WRONG:0          U-
LEVEL:1          E-
 KIND:+          L-

(C) 1982 DAVE KOSMAL
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Figure 1 First Screen Display

Using MATH MISSION

SPEED LEVELS AND TYPES OF PROBLEMS

You can decide how fast your spaceship burns its fuel, and how quickly you have to give answers to keep it from running out. Press the OPTION key to choose a speed level from 1 to 3. Figure 1 shows "LEVEL: 1" at the left of the first screen display. Level 1 is the slowest and 3 the fastest.

Press the SELECT key to change the kind of problems you want to answer. The symbol for the kind of problems displays at the left of the screen next to the title "KIND". The choices are addition (+), subtraction (-), multiplication (x), division ( ), or a mixture of all four (M).

Pressing the SELECT or OPTION keys during play ends the game.

STARTING THE GAME

To launch your spacecraft over the first planet press the START key or the red button on the joystick.

Playing MATH MISSION

ANSWERING PROBLEMS

As soon as you start the game, a math problem appears at the top of the screen. You can answer with the keyboard or with the joystick.

With the joystick:

Move the joystick up to increase the number after the equal sign, or down to decrease it. When you reach the number you want, press the red button. Enter two- or three-digit answers from left to right, one digit at a time. Press the joystick button after each digit. If you're answering with a two- or three-digit number, and you press the red button for any digit besides the last one, you can erase the digit by moving the joystick to the left. But once you've chosen the final digit and pressed the red button, you can't change your answer.

For example, to enter the answer to 24 2, first move the joystick forward from 0 to 1 and press the red button. If you go past 1, just move the joystick to the left and start over. Then move the second digit forward from 0 to 2. Press the red button and the screen immediately displays "Right!"

If you move the joystick forward when a 9 displays, a 0 appears; if you move backward from 0, a 9 displays.

With the keyboard:

Press the numbered keys at the top of the keyboard. Enter two- or three-digit answers from left to right, one digit at a time. If you're answering with a two- or three-digit number, and you type the wrong number for any digit besides the last one, you can press the CLEAR key to erase it. But once you type the final digit, the screen immediately displays "Right!" or "Wrong!"

If your answer is correct, the fuel gauge goes up, and your score increases. If your answer is wrong, your spacecraft flies out of control, still burning fuel. For a few moments, there's nothing you can do, but then the same problem displays again. If you answer the same problem wrong three times, the correct answer displays on the screen. Then you face another problem.

COMPLETING A PLANET

After it flies for about thirty seconds, your spacecraft stops at a space station and a message displays that you've completed a planet. Your spacecraft refuels and you're launched again to explore another planet. Each time you complete a planet the problems become a little harder. The flags near the bottom of the screen show how many planets you've explored.

FUEL

The pulsating bar at the right of the screen shows the amount of fuel left in your spacecraft. You begin with 28 fuel units. The fuel decreases at a rate that depends on the speed level you chose. Each time you correctly answer a problem, you gain 4 fuel units, but you never exceed 28 units. Your spacecraft completely refuels at the end of each planet.

SCORING

Your score displays at the top left of the screen. Each time you answer a problem correctly, you earn 25 points if you're on the first level, 50 on the second, and 75 on the third. More points are awarded for staying in flight. You get bonus points for the following:

Completing a planet (100 points for the first planet, 200 for the second, and so on)

Having a lot of fuel left after you complete a planet (the number varies with the amount of fuel remaining, up to 1,000 for a full tank)

Getting ten consecutive problems correct (500 points for the first ten, 600 for 20, 700 for 30, and so on)

Answering any 25 problems correctly (250 points), 50 problems (500 points), 75 problems (750 points) and so on

RESTARTING THE GAME

You can restart the game at any time by pressing the START key.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

Math Mission (193)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Use (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

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[seal here]